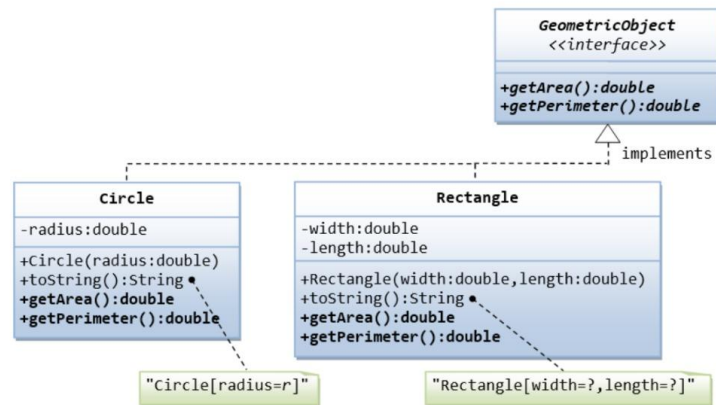


Studi Kasus Praktikum II

6.2 Ex: GeometricObject Interface and its Implementation Classes Circle and Rectangle

Write an interface called `GeometricObject`, which contains 2 abstract methods: `getArea()` and `getPerimeter()`, as shown in the class diagram. Also write an implementation class called `Circle`. Mark all the overridden methods with annotation `@Override`.



Interface: 2DObject

- Methods:
 - o `double getArea()` menghitung luas
 - o `double getPerimeter()` menghitung keliling

Implementing classes:

- Circle
 - o Konstruktor: menerima jari-jari (radius)
- Rectangle
 - o Konstruktor: menerima panjang (length) dan lebar (width)
- Square
 - o Konstruktor: menerima panjang (side)

Method yang harus ada di semua kelas:

- Implementasi dari `getArea()`

- Implementasi dari `getPerimeter()`